

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class WeaponSway : MonoBehaviour {
6
7     public float amount;
8     public float maxAmount;
9     public float smoothAmount;
10
11     private Vector3 initialPosition;
12
13     // Use this for initialization
14     void Start () {
15         initialPosition = transform.localPosition;
16     }
17
18     // Update is called once per frame
19     void Update () {
20
21         float movementX = -Input.GetAxis("Mouse X") * amount;
22         float movementY = -Input.GetAxis("Mouse Y") * amount;
23         movementX = Mathf.Clamp(movementX, -maxAmount, maxAmount);
24         movementY = Mathf.Clamp(movementY, -maxAmount, maxAmount);
25
26
27         Vector3 finalPosition = new Vector3(movementX, movementY, 0);
28         transform.localPosition = Vector3.Lerp(transform.localPosition, finalPosition + initialPosition, Time.deltaTime * smoothAmount);
29     }
30 }
```